VeeZed micro magic

Ad Lib VeeZed Micro Club

* the remarkbale VeeZed !!! *

COMPUTER CLUBS seldom cater for VeeZed users. Outside major centres of PoPulation even Commodore, Vic-20 and TRS-80 clubs aPPear to attract only the most dedicated users. However, with over 300,000 VeeZedders there is no reason why we should ever become "micro orPhans".

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* The Ad Lib VeeZed Micro Club has as its AIM the Pooling of *
* News and Information concerning the VeeZed and the sharing *
* and free exchange of Programs, sub-routines and "hints and *
* kinks" that might assist VeeZedders make best use of their *
* little beepers. To this end membership is FREE! *
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The main attraction of this comPuter is the satisfaction of running Programs you have written yourself, and so, to assist new owners get started we offer a series of six Newsletters under the heading of MICRO MAGIC which is a Beginner's Guide to the VeeZed. Each issue has six Pages, Plus extra Pages for answering letters and queries. The Newsletters will be Xeroxed to include diagrams and illustrations. The method of instruction will by Publishing comPlete Programs containing extensive exPlanatory notes, and to cover the cost of Postage and Photocopying the six bi-monthly issues will cost $15.

APart from MICRO MAGIC the club is FREE!!!

HOW TO BECOME A MEMBER:- simPly contribute ideas, tiPs, Programs, queries, news and information by cassette or letter to:-

<< MICRO MAGIC, 7 Abbott Crescent, Malak, Darwin NT 5793. >>

My handle is Gordon. All cassettes will be returned with new Programs recorded on them. Programs submitted do not need to be soPhisticated. It's the idea that counts. We can Polish 'em uP before Passing them on to other members.

WE ARE NOT IN THE BUSINESS OF SELLING PROGRAMS!

IMPORTANT... Please let us know what extra equiPment you have.

We use a GP-100 Printer, a Toyo TP-40 Plotter, a SONY Colour TV, 16K exPanded VZ-200s, VeeZed Data Recorders and Joysticks.
****
■ THIS INTRODUCTORY NEWSLETTER WAS PREPARED USING THE CLUB'S ■
■ BASIC WORD-PROCESSOR PROGRAM & PRINTED ON A GP-100 PRINTER ■
****

■ MICRO MAGIC includes EXTRA pages of material under the heading "studio Ad Lib" similar to the following:-

MEMORY AND STRING SPACE

```
10 POKE30862,212:POKE30863,39
20 PRINTUSR(X):PRINTUSR(X$)
```

■ the 1st number is FREE MEMORY SPACE.
■ the 2nd number is FREE STRING SPACE.

TRY THIS...

```
10 FORI=271TO301:Z=PEEK(I):PRINTCHR$(Z);:NEXT
```

then find a use for it, but don't forget the SEMI-COLON.

PRESS <R> TO START

```
520 A$=INKEY$:A$=""
530 PRINT@198,"PRESS <R> TO START"
540 A$=INKEY$:IFA$<>"R"THEN520
550 PRINT@262,"SUCCESS!!!"
```

GP-100 OWNERS

```
LPRINTCHR$(14)=LARGE CHARACTERS.
LPRINTCHR$(15)=NORMAL CHARACTERS.
```

■NOTE■ An alternative to LPRINTCHR$(15) is LPRINT"■" (any graphic) will drop the printer back to normal character size.

CLEAR SCREEN

```
10 POKE30862,201:POKE30863,1
   X=USR(X) (anywhere in a program)
```

ACTIVATE BEEP

```
10 POKE30862,80:POKE30863,52
20 FORA=1TO8:PRINTA;
30 FORI=1TO1000:NEXT
40 X=USR(X)
50 NEXT
```

■NOTE■ X=USR(X) can be anywhere in a program. The delay loop in the above example is because the printing is so fast that the BEEPs would otherwise run together.

SHORT-FORM COMMANDS

■ A COMMA can be used in place of THEN.

■ A QUESTION MARK can be used in place of PRINT.
When LISTed it appears as PRINT.
Useful for squeezing a few extra characters into a line.

■ An APOSTROPHE can be used in place of REM.

Try this on your Printer or Plotter...

```
800 INPUT"WORDS";X$
810 INPUT"0 OR 1";N
820 POKE30867,N
830 PRINTX$
840 GOTO810
```

any short sentence will do. a zero prints your sentence on the monitor screen, while a one will print it on the printer.

THIS COULD SAVE YOU A SUB-ROUTINE AND GIVE YOU A CHOICE.

■ More facilities and special sub-routines will be included in the extra pages of MICRO MAGIC...

TRON/TROFF (TRACING BUGS).
FINDING PROGRAMS IN MEMORY.
MACHINE CODE DATA POKING.
SUBROUTINES FOR EDITING TEXTS.
UPGRADING TO EXTENDED BASIC.
AND MUCH MORE!

SWITCHING THE BEEP OFF AND ON.
EASY WAY OF FINDING TOKENS.
ALPHANUMERICS IN MODE(1).
ALPHABETICAL SORTING.
LETTERS TO THE EDITOR.

NORTHLAKES

This is a game of golf named after the Golf course in Darwin. You have the choice of five golf clubs. The NOTES are similar to those used in MICRO MAGIC.

NORTHLAKES.

```
10 CLEAR:CLS:PRINT@8,"NORTHLAKES":POKE30862,80:POKE30863,52
```

CLEAR ensures all variables are set at zero. POKE30862,80:POKE30863,52 will cause a CLICK! to be heard as the club strikes the ball. It is accessed by U=USR(U) in Line 300.

```
20 FORR=1TO9:GOSUB180:X=RND(99):B=160+X:GOSUB350
```

Loop 1TO9 is for counting the holes as they're played. GOSUB180 draws the GREEN (Lines 180 to 200). Any number, at random, from 0 to 99 is added to 160. This number is represented by B to position the ball on the tee at the beginning of each hole played. GOTO350 is a musical fanfare as you select your golf club and address the ball.

```
30 PRINT@B,"O":PRINT@289,"HOLE"R
```

The ball is printed at B. The hole number is shown on the screen. The letter "O" represents the ball.

```
40 P=RND(8):IFP<3THENP=3
```

P has been selected to represent PAR. But, if PAR is less than 3 (0, 1 or 2) then it is changed to 3. PAR is the normal number of strokes required for a good player to put the ball into the cup. It changes for each HOLE.

```
50 PRINT@405,"PAR="P:V=V+P
```

The randomly selected PAR is printed on the screen. Variable "V" has been selected to add up all the PARs for the full nine holes. It can then be compared with the players total score.

```
60 Z$=INKEY$:Z$=""
```

Z$ is to be used to read any key pressed. Z$ is then set at zero.

```
70 PRINT@100,"ENTER STROKE (1 TO 5)"
```

The player is to select which of his five clubs he wishes to use. Club 1 is a putter moving the ball just one place. Club 5 is the heavy wood driver. The differences must be found by experience.

```
80 Z$=INKEY$:IFZ$=""THEN80
```

The player is to select which of his 5 clubs he pressed.

```
90 IFZ$="1"ORZ$="2"ORZ$="3"ORZ$="4"ORZ$="5"THEN230ELSE80
```

This is to check that only numbers between 1 and 5 have been entered. If so the Program goes to Line 230, but if not then it returns to Line 80.

```
230 X=RND(16):S=S+1:PRINT@450,"STROKE"S
```

X is made a random number between 0 and 16 for use in Lines 270 and 280. S counts the strokes. The stroke count is Printed on the screen. S had 1 added to it as it had Previously been CLEARed to zero. It will also need to be increased by one for every stroke.

```
240 IFZ$="1"THENC=1:RETURN
250 IFZ$="2"THENC=6:RETURN
260 IFZ$="3"THENC=20:RETURN
270 IFZ$="4"THENC=30+X:RETURN
280 IFZ$="5"THENC=100+X:RETURN
```

C has been chosen to record the distance the ball will travel, depending on which club has been used.
The random value of X has been added in Lines 270 and 280 so that when club 4 or 5 is used a different distance will be selected each time.

In Line 30 we see that the ball is Printed at B.
In Line 220 we see that the HOLE is Printed @337, so... if we were to add an extra line, say, Line 285 to read 285 IFZ$="6"THENC=337-B:RETURN and alter Line 90 to allow a 6 to be used, because 337 - B is the EXACT distance from the BALL to the HOLE it would be a HOLE-IN-ONE every time! But, you wouldn't want to cheat, would you?

```
100 U=USR(U):FORK=1TOC:PRINT@B-1,CHR$(32):PRINT@B,"O":B=B+1
```

The RETURN in Line 280 has brought us back to Line 100. U=USR(U) activates the POKEs in Line 10 to Provide a CLICK as the ball is struck. The loop K=1TOC is the distance the ball has to travel. CHR$(32) is a SPACE and wiPes-out the ball at B-1 just before it is re-Printed at B. Then B has to be uPgraded (B=B+1) to move the ball along.

```
110 IFB>317THENB=290:PRINT@317,CHR$(32):PRINT@290,"O"
```

This is to Prevent the ball travelling BELOW the green. Every time the ball reaches the end of the green (317) it it is erased and re-aPPears at the other end, to the left of the hole.

```
120 NEXT
```

```
130 IFB=306THENGOSUB290ELSE60
```

This takes care of the ball when it lands directly over the hole. When the ball is at 306 the Program goes to Line 290. But when the ball is NOT at 306 the Program goes back to Line 60 to give the Player another swiPe at the ball. The values of C in Lines 240 to 280 have been selected to make it Possible to sink the ball in just a few strokes.

```
                                   15      0    12
290 ?@305,CHR$(32):?@322,"■■■
```

Studio Ad Lib

■ The extra pages added to each issue of MICRO MAGIC will appear similar to this page under the heading of Studio Ad Lib. It will contain sub-routines (such a AUTO NUMBERING, TRON/TROFF, UPPER & LOWER CASE CONVERSION and other additional facilities.

■ Answers to letters, queries, information, news, hints and tips contributed by club members.

MICHAEL NOVAKOVIC of GOODNA. Thank you for the list of POKEs in relation to colour. All such ideas are kept on file for possible use in programs. The CADDYSHACK'program you sent doesn't seem to work as there are some lines which are never run. They are quite isolated by GOSUBs and GOTOs that jump over them. We suspect this program was adapted from a TRS-80 program without a full understanding of how it worked. One BUG is a DIVIDE BY ZERO Error which will happen frequently because of a fault in the RANDOM statements. Rather than hold a post-mortem on the program it was quicker to write another one that achieved the same end. That's how NORTHLAKES came to be written. It does seem that if you want to make more progress in Machine Code programming you really DO need the Technical Manual for the VZ-200. It was very pleasing to hear that you were able to CLOAD the long programs on the cassette I sent. So often, programs CSAVEd on one CTR will fail to load on another. I am now using a VZ-300 DR-20 Data Cassette Recorder in my workshop and an old VZ-200 DCR in the house. All my cassettes are checked on both. So far, no problems. The NATIONAL Panasonic has been demoted to playing music.

■ The attention of all members is drawn to the VZ-300 Word-Processor article in the AUGUST 1985 issue of Electronics Australia. There is a good bit about the incompatability of the Expansion Modules. Mixing and matching can be just a waste of money. More of this in the next Studio Ad Lib.

■ The problem of losing the 31st of a month in the PLOTTER version of BIORHYTHM has been solved. Details of the small changes will be sent to all members running this program.

■ The EDIT sub-routine in MICRO TYPE has been improved by the addition of the following line...

```
511 FORD=192TO256:PRINT@D,CHR$(32):NEXT
```

this erases the old line before printing the amended one.

```
*************************************************************
*  THIS IS A DUMMY PAGE TO ILLUSTRATE HOW THE Studio Ad Lib  *
*                    PAGES WILL APPEAR.                      *

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